

XBOX

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XBOX

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NTSC

SEGA  
SPORTS

# WORLD SERIES BASEBALL



## **WARNING: READ BEFORE USING YOUR XBOX VIDEO GAME ENTERTAINMENT SYSTEM.**

### **About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

***Immediately stop playing and consult a doctor*** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **Other Important Health and Safety Information.**

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software

### **Avoid Damage to Your Television**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

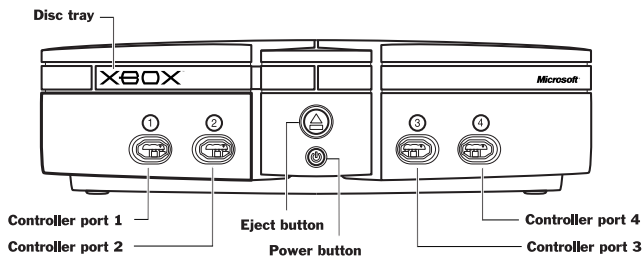
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## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the World Series Baseball disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing World Series Baseball.



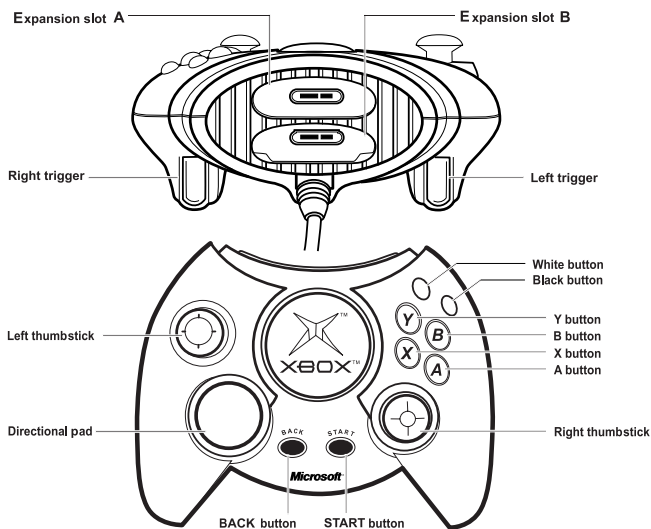
## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

## USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play World Series Baseball.



## INTRODUCTION

### Go Deep with World Series® Baseball

World Series Baseball, the celebrated arcade and home console title from Sega Sports, makes the highly anticipated jump to the Xbox™ this spring. This year's version of WSB is the great-looking, great-playing baseball sim that Xbox owners have been waiting for. Here's just a sampling of what you'll find:

- **In-Depth Franchise Mode** – Play an unlimited number of seasons as you build your own diamond dynasty. Control everything from the starting lineup and pitching rotation to free agent signings and player development.
- **Highly Detailed Player Models** – Lifelike faces featuring actual head scans of today's stars and player-specific accessories like sweatbands, sunglasses, batting gloves, etc.
- **The Hall of Fame™ Legends Team** – Play as the "Cooperstown Legends" - a collection of 25 Hall of Famers, including Warren Spahn, Ernie Banks, Reggie Jackson, Nolan Ryan and more.
- **Old School Unis** – Remember when day-glo orange, brown and yellow were thought to be great uniform colors? No? Well then turn back the clock with a collection of classic uniforms, including the Brooklyn Dodger grays, the green and yellow of the early '70s "Swingin' A's" and, of course, those god-awful Astros uniforms of the '70s and '80s.
- **All-New Commentary** – Sega Sports continues to set the standard in videogame commentary, this time featuring a dynamic two-man booth of New York Mets play-by-play man Ted Robinson and former All-Star pitcher and current San Francisco Giants color commentator Mike Krukow.

- **All-New Animations** – Over 500 new animations have been added since WSB2K2 including sliding catches, off-balance throws, and home plate collisions.
- **Ultra-Realistic Gameplay** – Wild pitches, infield and out-field shifts, random fielding and throwing errors, and more.



New York Yankees slugger Jason Giambi has what it takes to be a winner. Do you?



Find out if you have the stuff to strike out baseball's elite.



## MAIN MENU

On the Title Screen, press START to advance to the Main Menu. From here you can access all of the different playing modes that World Series Baseball has to offer.



## MAIN MENU CHOICES

**Quick Start** - The quickest way to get you onto the field. You'll begin a game with the current options settings and two teams selected at random.

**Exhibition** - Choose any two teams and head out to the field – any field in fact. You can choose to play the game at any of the 30 major league ballparks.

**Playoffs** - No time for a full season? No problem. Select Playoffs Mode and see if you can guide your club to the Fall Classic.

**Season** - Are you ready to prove your skills over the long haul? Season Mode is where you get to find out. From here, you and up to 29 other users can create your own season. Select your season's length, create a fantasy draft or use the default rosters, set the game's difficulty level, and head on out to the diamond. The season is a long and grueling one, but with skill and a little luck, you can make it to the promise land in October.



**Franchise** - Time to put on your general manager's hat. In Franchise Mode you will guide your team from season to season. Players will retire, free agents will need to be signed, and new players will have to come up through the system.

**Home Run Derby** - Compete with the premier power hitters of the American and National Leagues. Set up a competition between one to eight players at the ballpark of your choice. Each of you will have a certain amount of pitches (5, 10, or 20) to hit and only the ones that leave the yard count.

**Options** - Customize the way you want to play World Series Baseball prior to the first pitch with this menu. Press the **A** button to cycle forward through an option selection, press the **B** button to cycle backward.

## BATTER UP

Before you can score any runs you'll have to get on base. So grab your favorite piece of lumber and step up to the plate. Use the **left thumbstick** (or the D-pad) to change the plane of your swing. If the pitch is up in the zone and to the outer half of the plate, press the stick up and away from the hitter when you swing. You will see a small aim indicator move around the hitting zone, the center of this indicator is where your optimum point of contact is. If your aim indicator lines up with the pitch, and if you press the **A** button to time your swing perfectly, you'll have your best chance to drive the ball deep.

### Button

### Action

<b>A</b> .....	<b>Swing</b>
<b>Y</b> .....	<b>Bunt</b>
<b>left thumbstick</b> .....	<b>Move Swing Icon</b>

## Manager's Tip: Know the Strike Zone

Nothing will make you feel worse than swinging at a bad pitch. The game even keeps track of pitches you swung at that were out of the zone. Take a lot of practice in Home Run Derby to get a feel for what a strike looks like.

## BASERUNNING

Great! You got a runner on base. Now you have to move him into scoring position and bring him home. Move the **left thumbstick** in the direction of the base you want the runner to go to and then press the **X** button. If it looks like you're going to get thrown out, you can always retreat by moving the **left thumbstick** in the direction of the base you want the runner to return to, and then press the **B** button. To advance/return all runners, press the **X/B** button without moving the **left thumbstick** in any direction.

The same goes for when you want to steal a base. Be careful though. If you jump too early the pitcher can attempt a pick-off move and you'll be dead meat.

You can put the brakes on your runners by pressing the **Y** button. This will stop all the runners where they stand. This is a great way to keep your runners from overrunning the bag or being too aggressive on the base paths.

### Button

### Action

<b>X</b> . . . . .	<b>Advance the base runner</b>
<b>B</b> . . . . .	<b>Return the base runner</b>
<b>Y</b> . . . . .	<b>Stop the base runner</b>
<b>left thumbstick right</b> . . . . .	<b>First base</b>
<b>left thumbstick up</b> . . . . .	<b>Second base</b>
<b>left thumbstick left</b> . . . . .	<b>Third base</b>
<b>left thumbstick down</b> . . . . .	<b>Home</b>



### **Manager's Tip: Situational Hitting**

Got a runner on first that you'd like to move over to third? Then try hitting the ball to right field. It will be a long throw for the outfielder to make and if your runner has the speed he can beat the throw. Is the tying run standing on third base with less than two outs? Try hitting the ball deep in the air so the runner can tag up and score. Situational hitting is a very valuable skill to learn and the teams that do well in the big leagues are the teams that can come up with the clutch hit (or fly ball) when they need it.



## PITCHING

Now that you've scored a couple of runs, you'll have to hold the lead. Do you have what it takes to mow down the opposing hitters?

Each pitcher in World Series Baseball has the same array of pitches in his arsenal that he possesses in real life. Selectable pitches will be highlighted in white, while unselectable pitches will be grayed out. Check the diagram below to see the nine different pitches in the game and their location on the pitch overlay.

SC - Screwball	CH - Changeup	KN - Knuckleball
SL - Slider	FB - Fastball	CU - Curveball
SI - Sinker	FO - Forkball	SP - Splitter

Move the **left thumbstick** in the direction of the pitch you want to throw and press the **A** button to select it. Then move the icon to the approximate location you want to throw the ball. Press the **A** button again to deliver the pitch.

The aim icon will stay on-screen until the ball is released from the pitcher's hand. That way you can keep it moving to confuse the hitter. You can also change where the pitch is going up until the ball leaves the pitcher's hand by pressing the **A** button again.



Use the aim indicator to control where your pitch is going.

## PICK YOUR SPOTS

When the batter steps up to the plate, you'll notice an overlay will appear on the screen that is divided into nine zones. Some of the zones will be red, some will be blue, and some will be clear. These represent the spots in the strike zone where a player is better or worse than average. There are five different colors for each hitting zone: Dark Blue, Light Blue, Clear, Light Red, and Dark Red. Dark Blue is where a player is coldest and Dark Red is where the player is hottest. Try to avoid serving up a juicy fastball or a hanging curve into one of the player's hot zones. Make a mistake and the player can drive the ball deep.



## Manager's Tip: Pickoff Moves

Ok, so you let a runner get on base. Hey, you can't pitch a perfect game every time out, right? Make sure you keep an eye on the runner because you can still get him out with a great pickoff move. Throw over there a couple of times just to keep him honest. If you're sure he's going to steal, press the **Y** button to call for a pitch-out and he'll be out by a mile.

Once you've selected your pitch, the pitcher will come to the set position. You are now set to either pitch the ball or perform a pickoff move. If you're going after the runner, press the **left thumbstick** in the direction of the base you want to throw to and the **B** button.

## MANAGING YOUR PITCHING STAFF

It's not enough to just have a quality pitching staff. To be successful in World Series Baseball, you'll have to call upon your managerial know-how to use the right pitcher in the right situation. Here's a quick breakdown of the different types of pitchers and what their roles are.

**Starting Pitcher (SP)** - This guy takes the ball every five days and should be able to give you a lot of innings. If you've got an ace like Roger Clemens or Greg Maddux, count on them to give you a strong seven-plus innings.

**Long Reliever (LR)** - Sometimes your starting pitcher will get roughed up and you'll have to get him out of there. Give the ball to your long reliever to eat up some innings and keep you in the game. A good long reliever can give you anywhere from two to five innings and can even be used as a spot starter if one of your regulars gets hurt.

**Middle Reliever (MR)** - The middle reliever usually comes in around the sixth or seventh inning or in a lefty-lefty or righty-righty situation. Try to keep these guys in for less than two innings.

**Set-Up Man (SU)** - The set-up man is the bridge to your closer and usually pitches the eighth inning. When the game is close, bring in your set-up guy to keep a lid on things before the ninth.

**Closer (CL)** - It's the ninth inning and you've got a one to three-run lead - it's time for the closer. Bring in this fireballer to blow away the opposing hitters and collect the save. You might think twice about trotting your closer out for a second inning though, as it often doesn't work out so well.





With the lead in the ninth inning, turn to your closer to put the game away.

## PLAYING THE FIELD

### Without the Ball

Once the ball is in play, the CPU will select the player closest to the ball to make the play. Look for the player with the yellow circle under him to know who you are controlling. Use the **left thumbstick** to run toward the ball and make the play. If you'd like to control a different player, pull the **left trigger** to switch control to the next closest fielder.

#### Button

#### Action

<b>left trigger</b> . . . . .	<b>Change Players</b>
<b>right trigger</b> . . . . .	<b>Dive</b>
<b>left thumbstick</b> . . . . .	<b>Move Player</b>



## With the ball



Come up firing once you have the ball.

### Button

### Action

<b>A</b>	.....	<b>Throw to Home</b>
<b>X</b>	.....	<b>Throw to Third Base</b>
<b>Y</b>	.....	<b>Throw to Second Base</b>
<b>B</b>	.....	<b>Throw to First Base</b>

### Manager's Tip: Control

When the ball is in the air, look for the red icon. This is where the ball will land. Get your player moving in that direction as soon as you can. Note that the red icon may move slightly if the wind's blowing out.

### ADVANCED DEFENSE

Sometimes, the difference between making the highlight reel and watching the opponent run the bases with impunity happens before the batter ever hits the ball. It can come down to a matter of positioning your players in the right spot. Before the pitch, you can adjust your defensive setup by using the **left** and **right triggers**. Pulling the **left trigger** will cycle you through the infield alignments while pulling the **right trigger** will cycle you through your outfield alignments. See the list on the next page for a description of the different defensive alignments you can use.

## INFIELD

**Normal** - The default infield position.

**Fielders In** - Late in the game, with the tying or go-ahead run at third, bring the infield in to make the play at the plate. Your fielders will be in good position to cut down the runner from third or hold him there, but they'll give up lateral movement, making a well-hit grounder more likely to get through for a base hit.

**Fielders Back** - Your fielders will play deep to guard against hard-hit grounders. Use this alignment when you're willing to concede the run at third to get the out.

**Double Play** - The shortstop and second baseman will cheat toward the middle so they can turn a quick double play.

**Guard Lines** - Get your first baseman and third baseman hugging the foul line. Use this alignment when you're up late in the game to protect against an extra base hit down the line.

**Guard Bunt** - Bring your third and first baseman in to guard against a bunt. Be careful though, if the batter bluffs the bunt and gets a hold of one he can smoke it right past them.



By positioning the infield back, the second baseman was able to go deep in the hole to come up with this low line drive.

## OUTFIELD

**Normal** - The default outfield position.

**Shallow** - With the winning run at third and less than two outs, bring the outfielders in. That way, they have a better shot at making the play at home on shallow fly balls or soft liners.

**Deep** - When you have a power hitter up at the plate, play your defenders back. It will give them a better shot at keeping the ball in front of them and making the dramatic catch at the wall.

**Shift Left** - Let your outfielders play left of their normal positions. This works well against righty pull hitters and lefties that like to go the other way.

**Shift Right** - Let the outfielders play to the right of their normal positions. This works well against lefty pull hitters and righties that like to go the other way.



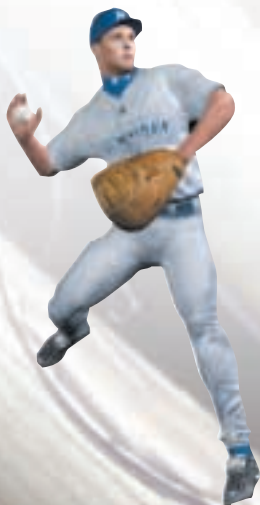
### **Manager's Tip: Pitching to your fielding alignment**

Ok, you've got a right-handed hitter up and you're cheating your outfielders to the left hoping he'll pull the ball. Make sure you pitch him inside. If you give him a ball on the outer half of the plate, he can go the other way and hit it where your fielders aren't.

### **SEASON MODE**

When you start a new season, you need to make several choices to set some things up. Here is a list of the options you'll have to choose from.

**Number of players** ..... 1-30  
**Season Length** ... 10 / 20 / 40 / 80 / 120 / 162 games  
**Fantasy Draft** .. Off / Random Order / Fixed Order  
**Game Difficulty** ..... Rookie / Pro / All-Star  
**Length of Game** ..... 1-9 innings  
**Injuries** ..... On / Off  
**Computer Trading** ..... On / Off



## TRADING

This is the Trading Menu. Use it to analyze your club's strengths and weaknesses as well as those of a potential trading partner. A green bar represents a position in which you're currently strong, whereas a red bar denotes a spot that could use an upgrade.



Obviously, the best trades are those that can help both clubs. If you see that catching is a weak spot for you, but that you have an extra starter to dangle, try seeking out a club with strong catching but a weak rotation.

To make a trade offer, first press the **A** button to call up your team's roster, and highlight the player(s) you wish to deal. Then, press the **B** button to return to the Trade Info Screen. Next, press the D-pad or **left thumbstick** to the right, and pull either trigger to find a team with which to deal. Now press the **A** button to select the player(s) you'd like to receive, and press START to see if the CPU accepts the deal.

If the CPU team declines the offer, you can modify the trade by adding/subtracting/changing players, or you can cheat and override the CPU's rejection.

## INJURIES AND THE DISABLED LIST

Unfortunately, injuries are part of the game. Pennants can be won and lost depending on how you as a manager are able to juggle your roster and lineup when the injury bug bites.

During the season, injuries will be reported to you on the Schedule Screen. An overlay will appear telling you who the injured player is, how long he's out for and whether or not you'd like to place him on the disabled list. Some decisions are no-brainers, such as a player that's due to miss the remainder of the season. However, if you have a player that is due to miss just seven days or so, the decision will be yours. Do you keep him on the active roster knowing that you can't use him for a week and will be a man short, or do you place him on the 15-day DL and call up a replacement from the minors?

(Note: You can, of course, render all this moot by setting Injuries to Off on the Season Setup Screen, but you wouldn't want to do that, would you?)





## FRANCHISE MODE

This year's game features the most comprehensive Franchise Mode ever available in a baseball game. Let's quickly run through a few of the basics before we get into the nuts and bolts of running your own franchise.

Just as in Season Mode, you'll need to set up a few options first before you can get things rolling. You'll be able to customize your franchise with the following options:

**Season Length** .....10 / 20 / 40 / 80 / 120 / 162 games  
**Fantasy Draft** . . . . . Off / Random Order / Fixed Order  
**Game Difficulty** . . . . . Rookie / Pro / All Star  
**Coaches** . . . . . Yes / No  
**Scouts** . . . . . Yes / No  
**League Budgets** ... Off / Random / Standard / Custom  
**Computer Trading** . . . . . On / Off  
**Injuries** . . . . . On / Off

## GETTING STARTED

If you've chosen to play with League Budgets set to Random, Standard or Custom (and you should to get the full experience), you'll see an overlay at the beginning of Franchise Mode that tells you how many budget points you have available to spend on your team.



## THE MANAGEMENT DRAFT

The first order of business is to assemble your front office and on-field staff. This is a new component of World Series Baseball this year, so pay attention. You'll need to draft and hire people to fill the following positions:

- **Minor League Director**
- **Scouting Director**
- **Batting Coach**
- **Pitching Coach**
- **Manager**

Never underestimate the importance of a good staff. Each member of your crew will have an impact on the success or failure of your ball club. If you skimp on your management budget and opt instead to spend your money on big name free agents, your young players might not develop as quickly or as fully as their counterparts in an effective organization. Just ask the A's where they'd be if they spent their money going after a top-flight starter instead of developing Hudson, Mulder and Zito. You get the picture.

### **The Offseason**

As soon as the last out of the World Series is recorded, it's time to start looking toward next season. Following the playoffs, you'll first be directed to your team's Offseason News Screen. This screen will tell you all about the players on your team that have filed for free agency or have retired. Pressing the **A** button will call up an overlay telling you exactly how many budget points you have to work with this offseason. After that, the following events will occur...

**1) The Management Draft** - Should the contracts of any of your management staff be up, you'll need to try to re-sign them or draft their replacements.

**2) Player Progress** - This screen tells you how your players are developing. Obviously, a positive number in the Pro column means the player's overall rating has improved by that many rating points. A negative number means the player has regressed a bit.

**3) The Rookie Draft** - This five-round draft is your chance to load up your farm system with the best young amateurs available. Scroll through all the positions using either trigger, check out just about every stat imaginable by pressing right on the D-pad, and press the **A** button to draft the selected player.

**4) The Free Agent Signing Period** - Ah, time for the really fun part. Now, you as the general manager get to go to the bargaining table with available free agents. Taking into account your budget points available, highlight and select any player you're interested in signing (remember that pulling either trigger will show players from all different positions).

Say you're interested in signing outfielder J.D. Drew - not a bad decision considering his potential. Highlight him and press the **A** button to make him an offer. He and his agent may tell you he wants a three-year contract at 36 budget points (note that this means you'd be on the hook to pay him 36 budget points in each of the next three years, NOT 12 per year for three years). Of course, you can bargain with them and ask for a different length of the contract or a different salary, but remember that it's possible that you're going to be competing with other clubs for his services. So, if another club offers him, say, 39 for three years, he'll sign with them instead.

Once you've finished making your first round of offers to players (you can make offers to as many players as you wish so long as you don't go over-budget), press the **A** button and select End Round. The Signed Free Agents screen will appear telling you who's signed where. If you got the guy(s) you wanted, great! If not, it may be time for Plan B. Follow the same procedure as above to make offers to other free agents. The free agency period lasts for five rounds. If at any point you'd like the CPU to step in and finish things out for you, press START.

**4) The Franchise Manager Screen** – The CPU will set lineups and pitching rotations for you, but if you'd like to modify them, do so by selecting Manager. Selecting General Manager will allow you to re-tool your roster with some last-minute trades, view your budget expenditures, check out the remaining free agents, view news from around the Bigs and get reports from your staff. You can also attempt to re-sign some of the players on your roster for next year and beyond (so that they don't slip away via free agency). Note that the player will play at his current salary for the upcoming season, then see his new salary take effect in the subsequent season.

**5) Play Ball!!!**

## OPTIONS

The Options Menu is where you get a chance to make adjustments to the presentation, create-a-player, view user records and more. Here are the sub-menus found when you select Options.

## PRESENTATION

Modify the way you experience your World Series Baseball games. There are four different options to choose from: Mute, Standard, TV Broadcast, and Custom. These settings adjust the audio level of things like the PA Announcer and the crowd. Customize the audio settings to suit your needs.

## LOAD FILE

Load user data from a memory unit or the hard drive from this menu.

## SETUP

Setup allows you to customize the way the game is actually played. Here's a list of the settings and what the available options are.

<b>Game Difficulty</b>	<b>Rookie / Pro / All-Star</b>
<b>Game Conditions</b>	<b>Day / Night</b>
<b>Length of Game</b>	<b>1-9 innings</b>
<b>Uniform</b>	<b>Standard / Classic</b>
<b>Designated Hitter</b>	<b>Always On / Always Off / AL Fields</b>
<b>Errors</b>	<b>On / Off</b>
<b>Wind</b>	<b>On / Off</b>
<b>Pitcher Fatigue</b>	<b>On / Off</b>
<b>Strike Zone</b>	<b>On / Off</b>
<b>Pitch Cursor</b>	<b>On / Off</b>
<b>Batting Cursor Size</b>	<b>Small / Medium / Large</b>
<b>Pitch Speed</b>	<b>Slow / Medium / Fast / Very Fast</b>
<b>Variable Pitching</b>	<b>On / Off</b>

## CREATE-A-PLAYER

If you'd like to create your own player, or maybe re-create some of your favorites from baseball seasons past, select Create-A-Player on the Game Options Menu.

Here, you can set every characteristic for your player: size, weight, speed, power, and many others.

Once you have your player(s) created, you can import them into your season or franchise games. To do so, select Import Player on either mode's Main Menu, and press the **A** button to import the player. Since the player will be added to your minor league roster, you'll have to back out to the mode's Main Menu, select Manager, select Minors Roster, and demote one of the current major leaguers so that your created player can take his place.



When creating your player, assign points to the various skills like speed, power, even the kinds of pitches that pitchers can throw.

## USER RECORDS

World Series Baseball will keep track of your personal records. From here you can find out how many games you've won, check out how you've done over the last ten games and see how many homers you hit on average in Home Run Derby.

To set up a new user record, select an empty slot and press the **A** button. Enter your user name with the on-screen keyboard and you're all set.



Next time you start to play a game, pull either trigger to find your user name.



## USER HIGH SCORES

Once you have a user record set up and have played a few games, you can go over to the User High Scores Menu to see how well you stack up. It keeps track of the top ten records in terms of wins, losses, winning percentage, batting average, runs, home runs, Home Run Derby ratio, and Home Run Derby distance average.



Rank	Player Name	Score
1	J. J. REDD	0.875
2	J. J. REDD	0.875
3	J. J. REDD	0.875
4	J. J. REDD	0.875
5	J. J. REDD	0.875
6	J. J. REDD	0.875
7	J. J. REDD	0.875
8	J. J. REDD	0.875
9	J. J. REDD	0.875
10	J. J. REDD	0.875





## PAUSE MENU

During the game, press the START button to bring up the Pause Menu. There, you will find the following sub-menus to choose from:

**Options** - Adjust the game options, or switch which team you're controlling.

**Team Options** - Pitcher getting tired? Need a pinch hitter or a late inning defensive replacement? Then go to the Team Options Menu and make a substitution. You can also change the difficulty, strike zone, pitch speed and several other options from this Menu.

**Controller** - Review the control summary for pitching, batting, fielding, and baserunning.

**Replay** - Check out the highlight reel and watch the last play over and over again.

**Quit Game** - Leave the game. You will be prompted if you are sure you want to quit.



When your pitcher is getting tired, press the START button to bring up the Pause Menu. From there you can go to Team Options and bring in someone from the bullpen.

## REPLAY CONTROLS

### Button

### Action

<b>left thumbstick</b> . . . . .	<b>Rotates Camera</b>
<b>D-Pad</b> . . . . .	<b>Moves Highlight Cursor</b>
<b>A</b> . . . . .	<b>Plays at normal speed or pauses</b>
<b>B</b> . . . . .	<b>Return to the Pause Menu</b>
<b>White</b> . . . . .	<b>Zooms Out</b>
<b>Black</b> . . . . .	<b>Zooms In</b>
<b>left trigger</b> . . . . .	<b>Rewind</b>
<b>right trigger</b> . . . . .	<b>Fast Forward</b>
<b>START</b> . . . . .	<b>Back</b>

Watch the play over and over again with World Series Baseball's Instant Replay camera. Catch the action from every angle.



## ALL ABOUT JASON

In 2001, the New York Yankees made it through the Seattle Mariners and the rest of the AL to reach the Fall Classic. But they came up short in their bid to repeat as champions when they fell to the National League Champion Arizona Diamondbacks in an amazing seven game World Series. They could have curled up at that point and went home sulking. But that's not how they do things in New York. Instead, they went out and signed free agent first baseman Jason Giambi. And the 2000 AL MVP will get a chance to put up some monster numbers in Yankee stadium. The left-handed slugger won't have any problems going yard with the short porch in right field.

**Height: 6'3"**

**Weight: 235 lbs**

**Throws: R**

**Bats: L**

**Number: 25**

**Team: New York Yankees**

**Birthdate: January 8, 1971**

**Born in: West Covina, CA**

## CAREER STATS

Season	Team	G	AB	R	H	2B	3B	HR	RBI	SO	AVG
1995	Oakland	54	176	27	45	7	0	6	25	31	.256
1996	Oakland	140	536	84	156	40	1	20	79	95	.291
1997	Oakland	142	519	66	152	41	2	20	81	89	.293
1998	Oakland	153	562	92	166	28	0	27	110	102	.295
1999	Oakland	158	575	115	181	36	1	33	123	106	.315
2000	Oakland	152	510	108	170	29	1	43	137	96	.333
2001	Oakland	154	520	109	178	47	2	38	120	83	.342
Career Totals		953	3398	601	1048	228	7	187	675	602	.308



## **Executive Producers**

Greg Thomas  
Scott Patterson

## **Project Manager**

David Perkinson

## **Assistant Project Manager**

Ed Brady  
Lorne Asuncion

## **Audio Director**

Brian Luzietti

## **Sound Designer**

Larry Peacock

## **Dialogue Editor**

J. Mateo Baker

## **Motion Capture Supervisor**

Matt Karnes

## **Motion Capture**

Rich Nelson  
Gavin McCall

## **Player Rating and Stat Database**

Matt Underwood

## **Quality Assurance Manager**

Chien Yu

## **Quality Assurance Lead**

Ben Bishop

## **Quality Assurance**

Erik Andreassen  
Chris Baker  
Brad Blakslee  
Chris Charles  
Tim Collins  
John Crysedale  
Andrew Davies  
Ben Doan  
Marion Dreo  
Joey Edwards  
Shane Fenton  
Drew Gall  
Kerry Glenn  
Christopher Gross  
Kevin Hicks  
Albert Huie  
Erik Lampi  
Joel Lehmann  
Kai Ma  
Kurt Maffei  
Buddy Moles  
Robert Nelson  
Damon Perdue  
Haven Rocha  
Junior Sison  
Jess Sterzl  
Tor Unsworth  
Jason Vandiver  
Mark Washington  
Derek Williams  
Donell Williams  
David Winslow

### **Special Thanks**

Chris Larson  
Matt Hamre  
Jeff Thomas  
Shawn Lee  
Eric Apel  
Jenn Baker  
Wayne Herman  
Richard Yee  
Abe Navarro  
Mohammad Badi

### **Motion Capture Talent**

Russ Ortiz  
Bo Porter  
Kevin Hodges  
Ryan Miller  
Ed Brady

### **Voice Over**

Ted Robinson, play-by-play  
Mike Krukow, color  
commentary  
Bob Williams, public address  
announcer  
Tony Patch, umpire

### **Opening Music Composition**

Scorpio Sound  
Gregory J. Hainer  
Michael Reagan

### **Opening Cinematic**

Craig Foster

### **SEGA OF AMERICA Senior Product Manager**

Stacey Kerr

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Marc Franklin  
Shahed Ahmed

### **Licensing**

Shinobu Toyoda  
Robert Leffler

### **Manual**

Keith Kolmos

### **Creative Director**

Bob Schonfisch

### **Project Manager**

Matthew Shell

### **Manual Design**

Miles Steuding



## **Special Thanks**

Richard White – Major League Baseball Players Association

John Olshan – Major League Baseball Players Association

Eric Rivera – Major League Baseball Players Association

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Carolann Dunn – Major League Baseball Properties

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Opening video footage courtesy of Major League Baseball Properties, Inc.



## NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

## NOTES

[illegible]

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